INSTRUCTION BOOK

Licensed by Nintendo
for play on the

REMOTE CONTROL

MTV® Record Club
and
Remote Control™
T-Shirt offer inside!

NES-H6-USA ★

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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PRECAUTIONS

The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.

- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzine, alcohol, or cleaning fluids.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.

"This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®."

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Welcome to MTV ®'s Remote Control.

Please read this booklet for a complete explanation of how to play the game. Or don't read the booklet and make a total fool of yourself in front of your friends and family. Your choice!

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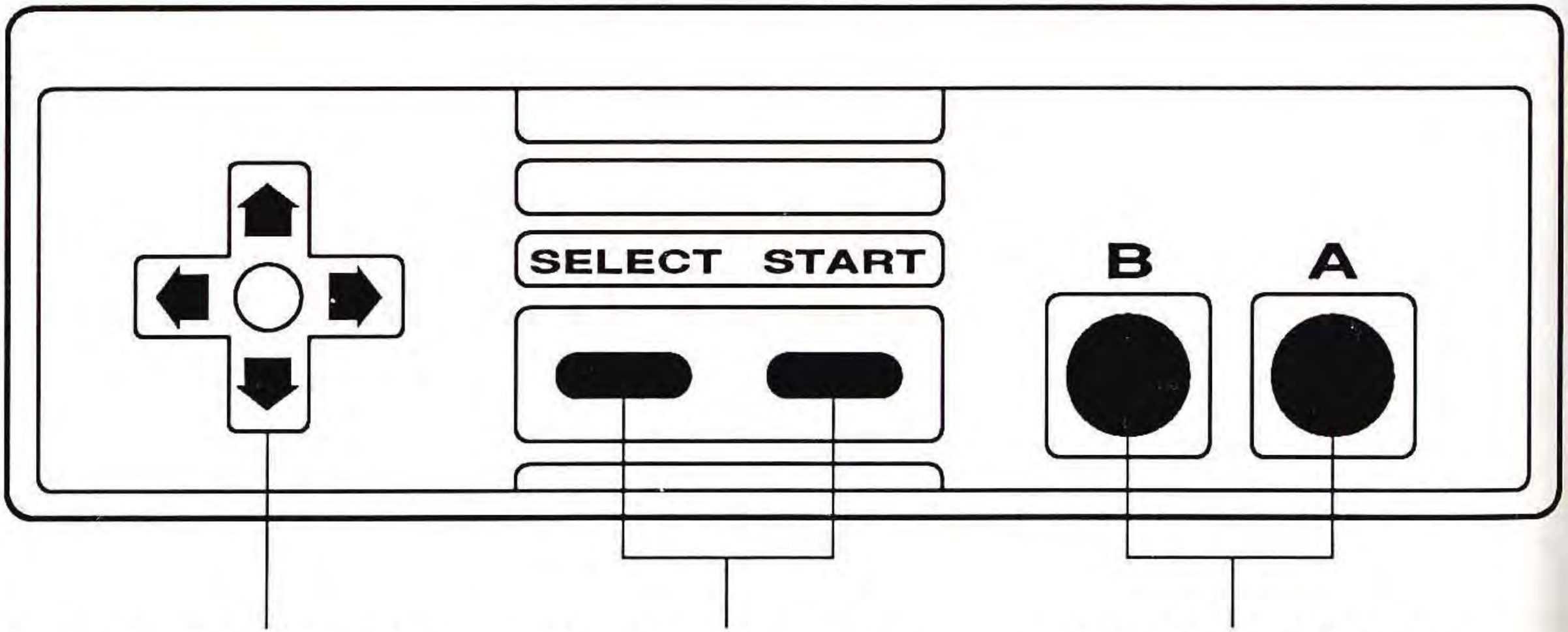
STARTING THE GAME

Welcome to MTV®'s Remote Control. Now you can play MTV®'s ridiculous trivia quiz game show on your NES system! MTV®'s Remote Control will challenge your knowledge of Classic TV Sitcoms, Rock Stars, Celebrities, and Rumors; as well as Soaps and Cop Shows. So try to upstage and outclass your friends or favorite NES opponents with the results of your years of cultural research in this irreverent, fast-paced game for today's generation of TV trivia heads. And remember, if you win, you should be ashamed of yourself. Here's how to get started down the road to intellectual degradation.

- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power.
- MTV®'s Remote Control will jump out of your TV screen.
- Press Start to begin.

USING THE CONTROLLER



Control Pad: Selects Contestants, Channels, and Answers to Trivia Questions

Select: Press to Enter Your Name on Player Selection Screen

Start: Starts or Pauses the Game

A Button: Selects Channel and Buzzes In to Answer Trivia Question

B Button: Confirms Choice of Trivia Answer

SELECTING CONTESTANTS

Step 1: MTV®'s Remote Control game play involves 3 Contestants. You can play against 2 Computer Contestants. Or, you can play against a friend and 1 Computer Contestant.

For 1 player against 2 computer players, Controller 1 is active and Controller 2 is inactive. You may chose which Controller to use. For 2 human players and 1 computer player, both Controllers are active. The humans get the Controllers.

Step 2: Press Start when you see the legal mumbo jumbo on the screen.

Step 3: With Controller in hand, Player 1 (For you Phys. Ed. majors, that's the Player holding Controller 1.) selects the face of his dreams using the up and down arrows on the Control Pad. (Whatever you do, you must not press the A or B Buttons.)

Step 4: Press Select to enter your name. Use the Control Pad to cycle through the alphabet. Press Select again when you are done.

Now comes the hard part. When you have the face you always wanted, you must decide if you are the only human playing. If you are the only non-computer player, press Start. If your opponent is ape descended, pass Controller 1 to him or her. You need not determine the sex of

your opposition (or your own sex for that matter) before passing the Controller.

Step 5: If Player 2 is human, repeat Step 5. If you are uncertain who Player #2 is, press the A Button. After you decide who you are, press either Start or the right arrow. If you press the right arrow, you can choose the face of the computer player. But it's pretty boring, so why not just get on with the game and press Start. (Trust us on this one.) Return Controller 1 to Player 1. Then, pick up Controller 2.

Note to Ugly Contestants: If you don't like the way you look after seeing the competition, don't panic. You can cycle back to your little TV using the arrow keys and change to someone else. Too bad it's not so easy off the screen. However, if Player 1 changes, all of the other players change too. This happens because of some high level stuff in the program that makes some contestants incompatible with others. Its just like family life.

Step 6: After you select the Contestants, the handsome and quick witted host appears on screen to introduce the Contestants on stage. Magically there you are, along with the other Contestants, right on the TV screen.

GAME PLAY - ROUND ONE

The Host indicates which Contestant is in control and asks that contestant to choose a Channel. If the Contestant is you, then choose one of the nine channels on the Remote Control TV screen using the left or right arrow keys. Press the A Button to lock in your choice.

The selected Channel appears on the game screen followed by a very clever trivia question and three multiple choice answers. That's right, this is just like school except that the questions require you to use parts of your brain not usually accessed during waking hours.

All three Contestants "buzz in" by pressing the A Button on their controller when they think they know the answer. (Don't worry about the poor computer Contestant not having a controller, he can "buzz in" using only his mind. Try it, it might work for you too.) And as the scholars among you have guessed, the first Contestant to "buzz in" chooses from among the multiple choice answers. You will know who buzzed in first because his or her picture appears in the lower right corner of the screen. If your face is on the screen, press B to answer. You've got nothing to lose at this point.

If you guess wrong, the remaining Contestants get a chance to beat

each other to the buzzer for another try. If someone gets the answer right, they get the points and take control of Channel selection for the next round. If no one gets the answer (as pathetic as that sounds), control remains with the last Contestant to choose.

CHANNEL INDICATOR

Pay attention, this gets technical. Here is how you tell if a Channel has been selected. A white Channel has never been chosen. A red Channel has been selected, but some questions remain unanswered. A gray Channel is closed, all questions have been asked. The red flashing Channel is the one currently selected.

SNACK BREAK

At the end of Round One, we take a snack break. We suggest that you clear your head, grab some munchies, watch MTV for a few minutes, and come back refreshed and ready for another grueling round.

ROUND TWO

The TV has been reloaded with new categories and more ridiculous trivia on each Channel. The point value of each question is doubled just like in the real game show.

OFF THE AIR

If it happens to you, you lose (which is not so embarrassing considering what it takes to win this game). If it happens to someone else, make fun of them for awhile, then prepare mentally for the final round.

THINK REAL FAST ROUND

This is where we separate the men from the computers, and the computers from the women, and the women from the men, and if you still need help, you really need help. Anyway, in this round you compete against the remaining Contestant in a test of quick TV trivia recall.

Questions will appear in rapid fire order on the screen. There are ten answers on the screen. Use the arrows to select the correct answer before your opponent gets to it. Then quickly press the A Button to

lock in your choice. The first Contestant to select the correct answer gets the points.

When the round is over, only one survivor will be left standing or sitting. The idea is to think real fast without losing your media cool under fire. This is your last chance to gain points, win the game and rationalize a misspent youth.

SPECIAL SURPRISE CHANNELS

All Remote Control Channels are special, but some are more special than others. You'll know them when you see them. Watch for Beat the Bishop, Ranger Bob and the ever popular, Home Shopping Zone. We're not giving you any hints, you figure it out. If you don't, you give up 10 big ones. Don't say we didn't warn you. Or go ahead and say it, we don't care.

OK, you TV trivia heads, that's how MTV®'s Remote Control is played. Now it's up to you to show the world that 87,362 hours in front of the tube can count for something.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Hi Tech Expressions™ warrants to the original consumer purchaser that Win, Lose or Draw Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

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